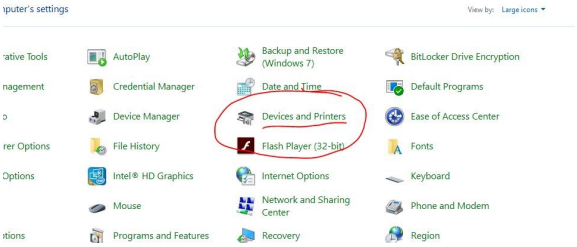
PC—USB PEDAL ADAPTER CALIBRATION

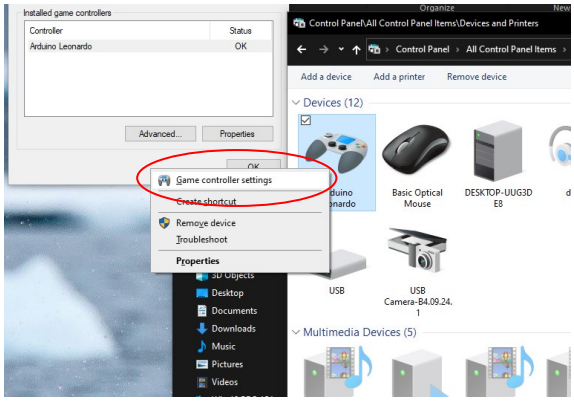
This USB pedal adapter is a 10bit controller converting the 1– 255 (8bit) potentiometer to a digital 1 –1024 (10bit) readout given a higher resolution output. At present only for the Thrustmaster pedal, however Logitech will follow soon.

The adapter does not require drivers as it uses the standard Windows joystick applet. This manual assumes you have basic windows knowledge.

STEP 1:

Go to control panel and double click to select “Devices and Printers”.



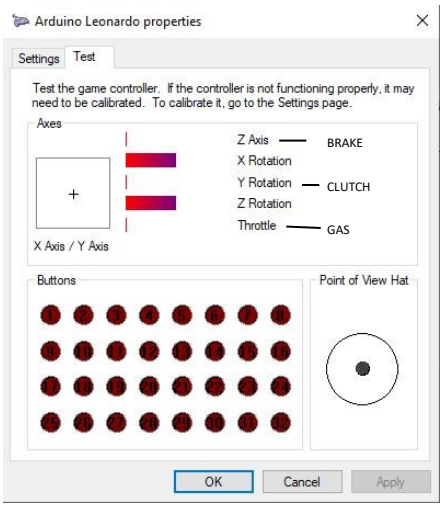


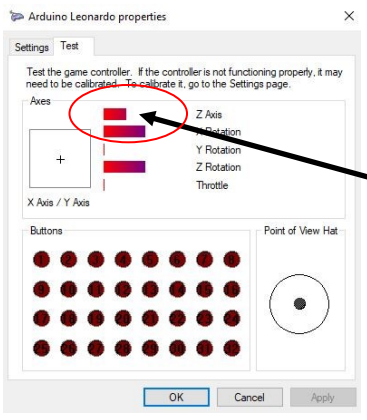
STEP 2:

Right click on the Arduino Leonardo icon and select “game controller settings”.

STEP 3:

Press each pedal in turn to ascertain that each pedal causes a reaction to Z axis, Y rotation and Throttle. Ignore how far the line increases because the pedals need to be calibrated before going into a game.

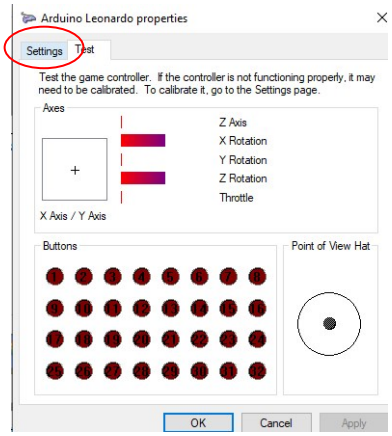


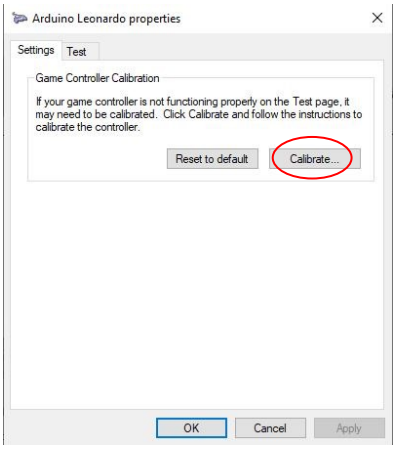


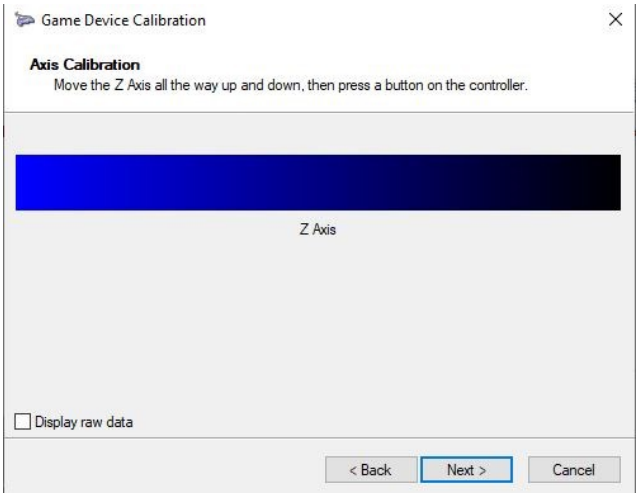
Initial testing will show a low value on the gauge, but will improve once calibration has been completed.

STEP 4:

Select the “settings tab” and then select calibrate.







STEP 5:

Step through each screen in turn and press each pedal 2-3 times but again ignore what you are seeing on the screen. The only screens you need to concentrate on are Z axis, Y rotation and the Throttle pages.

Note:

The X and Z rotation screens are not used as this is a 3 axis USB adapter

STEP 6:

Once all pedals have been calibrated press the “finish” button, you will be returned back to the “test” tab.

Now press each pedal in turn and note that each pedal will cause the display gauge to go full scale.

If this does not happen simply do steps 4 and 5.

If you ever unplug the USB adapter you may need to re-calibrate the pedals before playing a game.

Note:

The amplitude of the gauge after calibration has been completed.